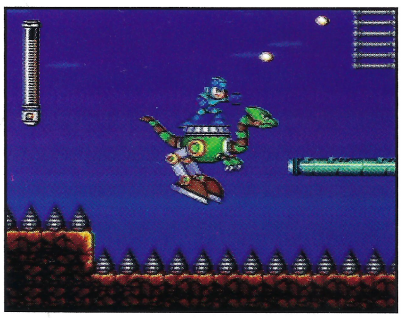
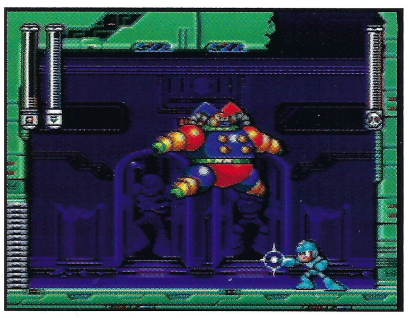
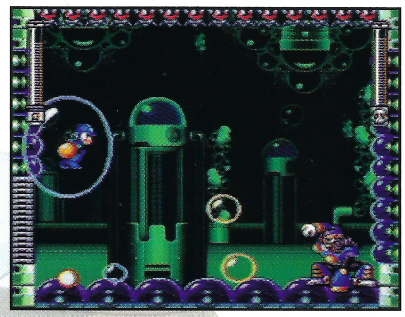
MEGA MAN is back for his greatest challenge yet!

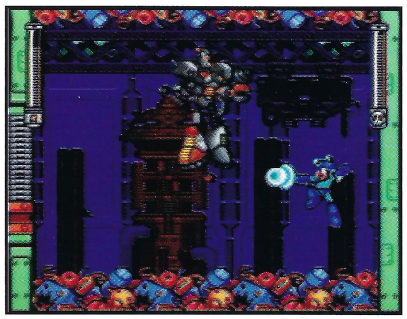
The insane Dr. Wily's even more mad since Mega Man captured him. Handcuffed and locked up behind bars, the doctor unleashes his most diabolical plot ever against Mega Man! Now Dr. Wily doesn't even have to be at the controls of his robot lab to create havoc. From his jail cell he puts his plan in motion— 4 gigantic machines roll out of the factory and begin crushing building after building.

While Mega Man tries to bring the new machines under wraps, Dr. Wily uses the diversion to break out of prison and sail off in his spaceship. Only now he has won another battle: a battle Mega Man and Dr. Light thought was over for good. The evil Wily will show no mercy! He will make Mega Man pay for putting him in prison. But Mega Man has the brilliant Dr. Light on his side, and even an extra-mad Wily better look out for the Titanium Titan!









CAPCOM

MEGA MAN 7™

KEY FEATURES

- Classic Mega Man returns by popular demand—now on Super Nintendo! Builds on the gameplay formula established in the original series!
- Large, colorful graphic style of the Mega Man character and enemy robots recalls the original game series and the hit T.V. cartoon show!
- Introduces 8 wild new enemy robots to battle, along with cameo appearances by many past favorites like Cut Man, Guts Man, Snake Man and Proto Man!
- The first 16-meg Mega Man adventure!

MARKETING SUPPORT

- Nationwide print advertising campaign beginning in October issues of video gaming publications.
- Mega Man cartoon returns for a second #1 hit season starting in Fall '95. Reaches over 90% of U.S. households.
- Mega Man toys by Bandai to feature game on all packaging as well as during their Fall T.V. campaign (over $2.5 million campaign). The first run of Mega Man action figures sold out!
- Game preview featured in CAPCOM's own web site on the Internet, Compuserve and America On-Line. Includes game tips, character background, art and gameplay screens.

PRODUCT SPECIFICATIONS

GAME TYPE	Action
NUMBER OF PLAYERS	1
DEMOGRAPHICS	Boys 8-17
NUMBER OF LEVELS	14
MEMORY SIZE	16 MEGS
AVAILABILITY	3rd Quarter 1995
STOCK NUMBER	13031
CASE PACK	24
INNER PACK	6
CASE WEIGHT	13 lbs.
CASE CUBE	1.10

KIDS TO ADULTS
AGES 6+

0 13388 13031 3

©1995 CAPCOM. CAPCOM and CAPCOM ENTERTAINMENT, INC. are registered trademarks of CAPCOM CO. LTD. Mega Man and Mega Man 7 are trademarks of CAPCOM. Nintendo and Super Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

CAPCOM®

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway
Sunnyvale, CA 94086
phone: 408-774-0500
fax: 408-774-3995